

ANALYST NOTES
SESSION CD2

Project 8003a
090930 May 80
#1

CUING:

photo

geo

1000 hrs local time at target.

0930 hrs. START

METAL WALLS VERY TALL w/ high windows up sides
lge enough for two storeys but only has one
inside

+2 position?

Above a long bldg looking at shorter bldg^R corner

+2 move down between bldgs

Corrugated steel wall - high - thick hardened
concrete

lge sliding doors with slight RAMPs
windows just under eaves - 25' high
PLANT type of bldg

+3 what data

hum of activity

steam, power equipment

one plant within a group

All activity based on xero material
coming from foundry

+5 move thru doors describe activity

large type bay w/ large "S" shaped
assembly area occupies nearly all
of bay

+8

describe present activity

heat machines, high pitched whining, heavy
metal machining, impact hammering
thick steel.

trolley type affairs with globs of steel on them
thick pancake things
ogre wheel around bottom edge
holes in tops
stubby boom pipe or tube affair on end

+12 explore - then explain

+13 complicated multiple step manufacturing area
where a raw form is finished to a
certain point.

The thick steel is varying thicknesses
depending on portions of object from
16" to 8"

desire to analytically say what they are
They are some form of new turret
for some heavily armored vehicle
like pancake size with ~~stubby~~ nose
type thing.

+16 expand awareness, ask what is function?

two functions - distinctly different

① bldg only a portion of overall activity
two functions are:

② finishing work and check out of
turret type assemblies

③ other end of bldg - check out of
maybe gun tubes -

④ ~~small~~ Xray for defects

they go to some other bldg

relax

There are two types of turrets

more of the hump backed turrets than the
flat backed turrets

what's the difference

one has like a counter balance

deeper question why

same tank - same frame - but two

models - one has a harder turret
and a bigger barrel
which one
the counter balanced one

broaden perspectives even further what is
most important aspect of bldg function?

① metallurgical quality control
checking and knowing the completeness
of the purity of the metal of the
gun barrels is flawless

② secondary is proper fitting and
seating, finishing of interconnecting
parts then measuring each
item identify with number
correlated to another part like a
turret sent to another part
of plant so continuity isn't
disrupted.

+30

free flow

Construction of barrel turret is a multiple
step process of 20-21 days. Tube is
fastest portion manufactured. Production
deliberately delayed in some cases to
wait for the turret (which is more
critical from a quality point)

bldg next door has 8 separate production
lines on which (chassis) is assembled
the other bldg is just a assembly area
having 28-35 days period

for old frames which are torn down,

sand blasted, given new parts - not old
Type but damaged vehicle.

quality of manuf is high, tanks
appears extremely large.

located here due to prop. & steel
production

matter of logistics

close to western ore producing areas
high into range of

The other pdn line is broad new
vehicles &

same frame & appears the same
until last 1/3 of assembly &
then two different turrets and
engine maybe

diff is in firepower and hardness
1-2 mm
130 mm

large wide straddling type of stance
fairly high
V¹⁵ shape on nose

asymmetrical look to turret from
front hatch on l. side front

old tank - refurbished

narrow turret snout

hbl length 2/3 of new tanks

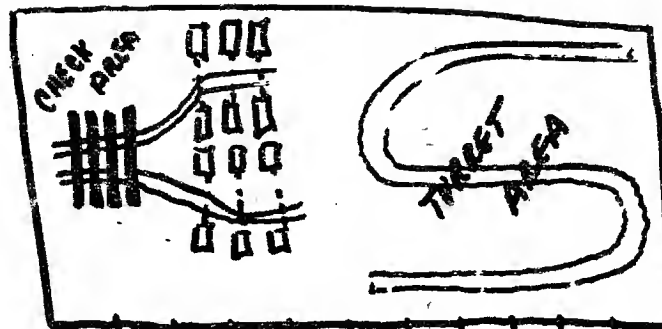
overall length

frame's track portion is 2/3 size of
new tank

engine smaller, lighter
turret only 14" steel to front

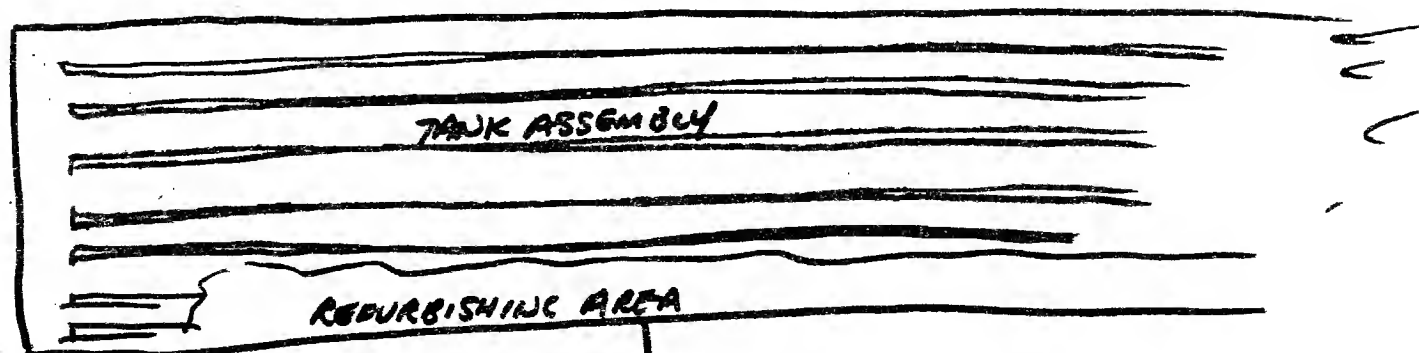
new tank - two models identical
in frame
diff is in turret - hard to see
except from side
hardness - same 16"-17" steel in
front of turret which is not
as pointed as older turret.
"humpback" turret: "squareback"
turret
but minor differences -

Reference
name.
MOLE
- INK



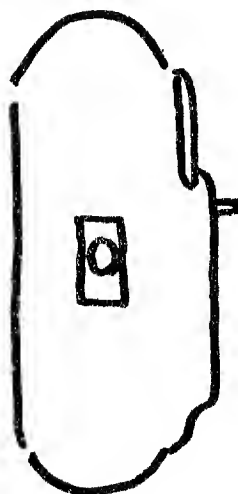
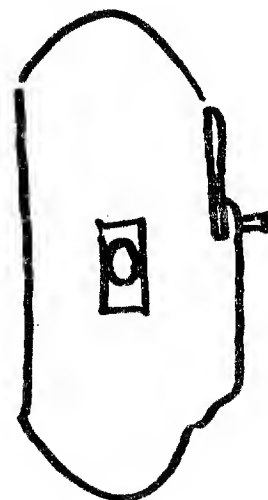
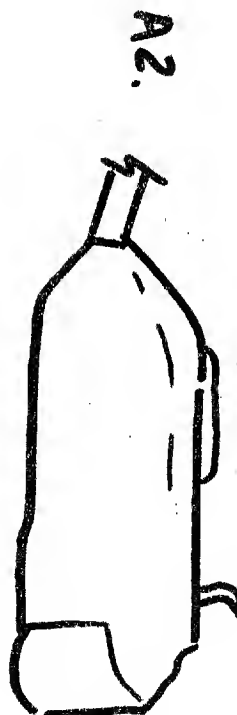
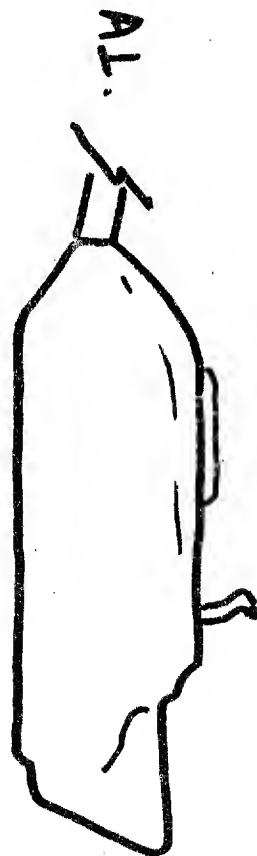
HARDENED CONCRETE

ADMIN BUILDING

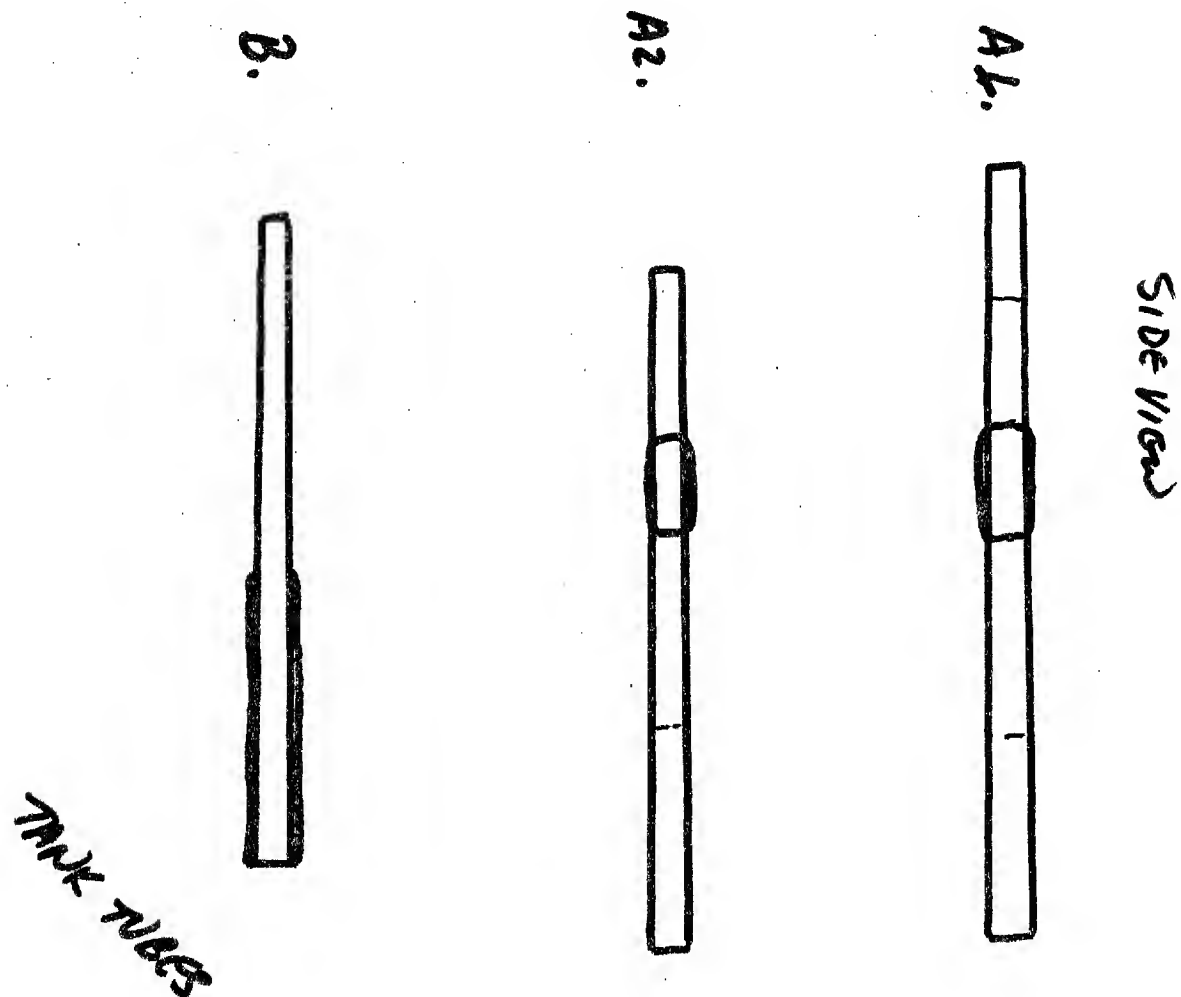


ANSC.
BLDG. PART OF
REFURBISHING PROCESS.

SIDE VIEWS

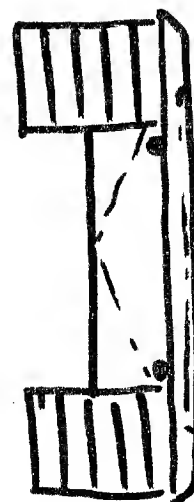
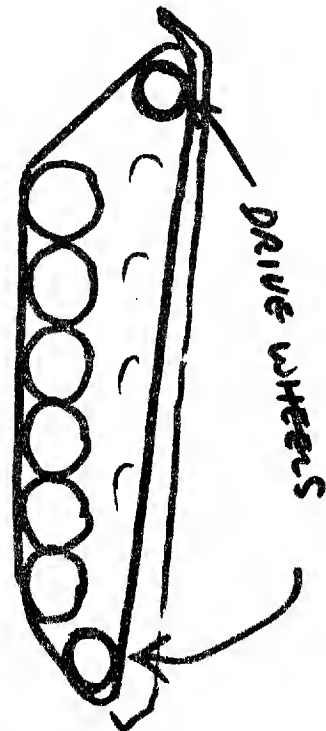


FRONT VIEWS

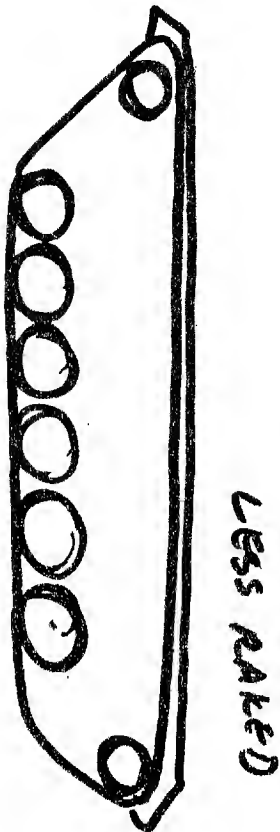


SIDE VIEW

A1.



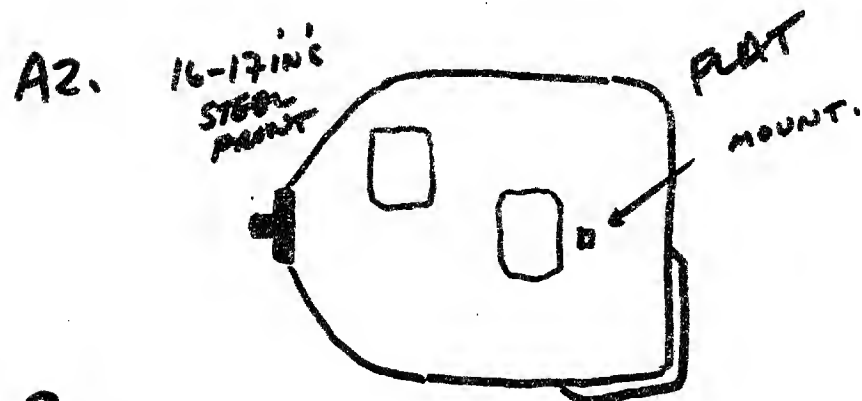
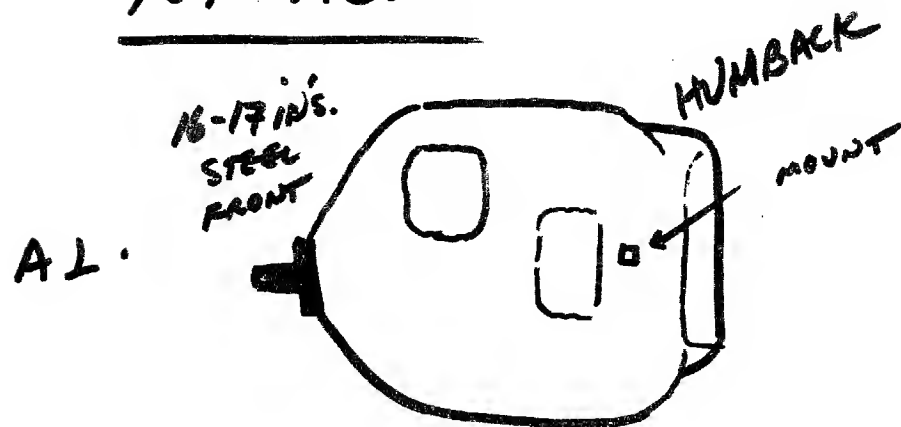
A2.



B.



TOP VIEWS



B.

